

21st Century Blackjack

NO BUST BLACKJACK

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total "Natural 22".

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's
Total is more than "Natural 22"**Player Wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than
(Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

21st Century Blackjack

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.

There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

21st Century Blackjack

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft&Hard 20</u> <u>Soft&Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

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VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

21st Century Blackjack

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER




















- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
 - a) Aces will receive one draw card for each Ace only.
 - b) Any other pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to 1.
5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player -dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extend that player/dealer's money covers.














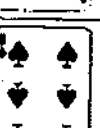









ADDITIONAL GAME RULES

1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.
4. Players with non-joker hands have the option to draw additional cards.

NO BUST BLACKJACK

HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES	
NATURAL	22		
2	21		
			
			 
3	20		
4	19		
5	18		
6	17		
7	16		

HAND RANKING	COUNT VALUE	EXAMPLES	
8	15		
9	14		
10	13		
11	12		
12	22		 
13	23		 
14	24		 
15	25		 
16	26		 

In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.

The smallest chip that may be wagered in a game is the smallest chip used in the antes or blinds. Any smaller chips may be played provided they can be combined in quantity to equal the size of a chip used in the game. When going all-in, players must put all chips that play in to that pot.

OTHER STRUCTURES

POT-LIMIT

In a Pot-Limit game, there are designated blinds and a designated minimum opening bet. After these bets, any player may bet or raise the amount of money in the pot. In raising the pot, a player must consider the total amount of called bets, including his own call, as part of the pot.

Example: The pot has \$100. Player A bets \$100. Player B calls \$100. Player C wishes to make the maximum raise; part of his total bet will be a \$100 call. Therefore, in considering his raise, he includes the initial \$100 pot plus a \$100 bet and two \$100 calls. Since the total pot is now \$400, he may raise \$400, making the total bet to Player D \$500.

If the action in pot-limit is two handed, by mutual agreement, either player may bet as much as he likes. The other player has the option of calling the entire bet or merely the size of the pot.

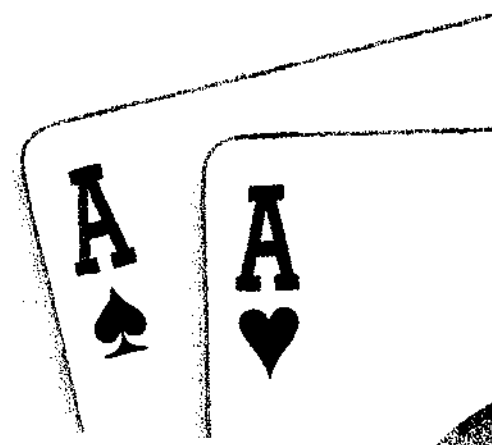
NO-LIMIT

In a No Limit game, there are designated blinds and/or antes plus a designated opening bet. Beyond this structure, any player may bet any amount of money he has on the table.**

**Note: All Bicycle Club Casino No-Limit Poker games are table stakes. Players may only bet or call the money they have on the table, going "all-in". No player can lose a pot because he does not have enough money to call a bet.

RULES & INFORMATION

TEXAS HOLD'EM



TEXAS HOLD'EM

Hold'em (or Texas Hold'em) is a poker game where each player receives two cards as his initial hand. There is a round of betting after these cards have been dealt. Then three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. A player may use all of the board cards — this is called, "playing the board".

Hold'em uses a flat disc called a Dealer Button to indicate the player, who in theory, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. On the first round one or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his cards. Blinds count as part of the player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet.

Blinds are posted by players who sit in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. The blinds act last on the first betting round and are "live" which means the player is allowed to raise his own blind bet.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that has less than half his blind will not be eligible for the dealer position (the Button) and must fulfill all their blind obligations in order to continue to play. Half a blind or more constitutes a full blind.

RULES FOR TEXAS HOLD'EM

- ♦ Check and raise is permitted.
- ♦ A bet and three raises are allowed. The third raise "caps" the action.
- ♦ There is no limit on raises when only two players are left in a betting round and the action is not yet "capped".
- ♦ String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. A player putting in less than half of the raise without announcing "raise" may call only.
- ♦ A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
- ♦ No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- ♦ A card found face up in the deck (boxed card) shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
- ♦ If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
- ♦ If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
- ♦ If the flop has too many cards, it will be taken back and reshuffled, except the burn card will remain burned. No new burn card will be used.
- ♦ If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.
- ♦ If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card without burning.
- ♦ If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
- ♦ Playing the Board: A player may play the board by throwing his hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call, and the best hand is on the board. The player must declare that they are playing the board before throwing their hand away; otherwise the player relinquishes all claims to the pot.
- ♦ The winning hand must show both cards face up on the table; one card up and the other face down is not a valid hand.
- ♦ A player may not enter play in the middle of the blinds. He must wait until the Button passes.
- ♦ A new player entering any Hold'em game has several options. He may: (1) wait for his big blind, (2) wait until the Button passes and then post his big blind, or (3) post the big blind when he sits down. If he chooses the second or third option, the blind acts as his opening bet and he may either call by rapping the table or make the prescribed raise in turn.
- ♦ If a player leaves the table for any reason and a blind passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live.
- ♦ The dealer button always moves forward and the blinds are adjusted accordingly.

If a player leaves the table for any reason and a blind assesses his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is five.

The dealer button always moves forward and the blinds are adjusted accordingly.

In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.

The smallest chip that may be wagered in a game is the smallest chip used in the antes or blinds. Any smaller chips may be played provided they can be combined in quantity to equal the size of a chip used in the game. When going all-in, players must put all chips that play into that pot.

OTHER STRUCTURES

HI-LO SPLIT

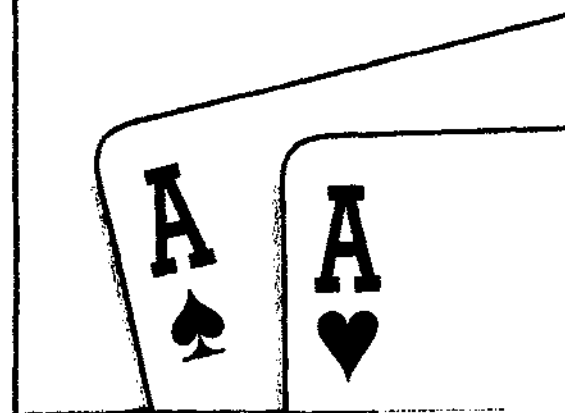
Crazy Pineapple Hi-Lo Split, the best high hand splits the pot with the best low hand. In most games however, in order to win the low hand, the player must have an ace low or better. This is said to be the "qualifier".

Most Crazy Pineapple Hi-Lo Split games utilize a kill or half-kill. A player winning the whole pot (scooping) will be obligated for a "kill" blind if the amount of the pot is more than a designated amount, or "qualifier". This qualifier is usually 20 times the minimum bet. The kill blind is twice a minimum bet and is last to act on the first round of betting. When a hand has a kill blind, all betting limits are doubled. A half kill is $1\frac{1}{2}$ times the minimum bet and betting limits are $1\frac{1}{2}$ times more.

After the kill blind has acted, action proceeds to the kill blind's left.

RULES & INFORMATION

CRAZY PINEAPPLE



CRAZY PINEAPPLE

Crazy Pineapple is a poker game where each player receives three cards as his initial hand. There is a round of betting after these cards have been dealt. Then three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. Each remaining player chooses to keep two of the three cards from his initial hand and discards the third. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. A player may use all of the board cards — this is called, "playing the board".

Crazy Pineapple uses a flat disc called a Dealer Button to indicate the player, who in theory, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. On the first round one or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his cards. Blinds count as part of the player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet.

Blinds are posted by players who sit in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. The blinds act last on the first betting round and are "live" which means the player is allowed to raise his own blind bet.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that has less than half his blind will not be eligible for the dealer position (the Button) and must fulfill all their blind obligations in order to continue to play. Half a blind or more constitutes a full blind.

RULES FOR CRAZY PINEAPPLE

- ♦ Check and raise is permitted.
- ♦ A bet and three raises are allowed. The third raise "caps" the action.
- ♦ There is no limit on raises when only two players are left in a betting round and the action is not yet "capped".
- ♦ String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. A player putting in less than half of the raise without announcing "raise" may call only.
- ♦ A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
- ♦ No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- ♦ A card found face up in the deck (boxed card) shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
- ♦ If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
- ♦ If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
- ♦ If the flop has too many cards, it will be taken back and reshuffled, except the burn cards which will remain burned. No new burn card will be used.
- ♦ If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.
- ♦ All remaining players must discard their third card before the dealer turns up the fourth card on the board. Any player failing to discard before the fourth card is turned has a fouled hand and forfeits all rights to the pot and all monies involved.
- ♦ If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burn and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card without burning.
- ♦ If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
- ♦ Playing the Board: A player may play the board by throwing his hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call, and the best hand is on the board. The player must declare that they are playing the board before throwing their hand away; otherwise the player relinquishes all claims to the pot.
- ♦ The winning hand must show both cards face up on the table; one card up and the other face down is not a valid hand.
- ♦ A player may not enter play in the middle of the blinds. He must wait until the Button passes.
- ♦ A new player entering any Crazy Pineapple game has several options. He may: (1) wait for his big blind, (2) wait until the Button passes and then post his big blind, or (3) post the big blind when he sits down. If he chooses the second or third option, the blind acts as his opening bet and he may either call by rapping the table or make the prescribed raise in turn.

PINE-APPLE RULES

1. Each player receives 3 cards.
2. Players may use one, two, or none of their hole cards (playing the board). In high/low split games, players can use any combination of up to two cards, one for high and one for low.
3. The dealer will place three community cards face up on the table followed by one round of betting.
4. The dealer will now place one more community card face up on the table. Another round of betting will follow.
5. The dealer will now place the fifth and final card face up on the table. The final round of betting will follow. The best hand will be awarded the pot. In high/low games, half the pot will be awarded to the lowest hand (best being A,2,3,4,5). In order for the low to be awarded, the hand must "qualify" by being a minimum of an eight or lower.
6. When a pot does not qualify, then the entire pot is awarded to the high hand.
7. In the event of a tie, the pot (or portion of the pot) will be split and the odd chip will be awarded to the player closest to the button.

If you have questions, please see the dealer on break, or the floor-person

Always play responsibly. Never play with money that you cannot afford to lose.

NO-LIMIT & POT-LIMIT OMAHA HOLD'EM

There is no limit to the number of raises in Pot Limit Omaha Hold'em.

In heads-up action, a player may make a bet larger than the size of the pot if it is accepted by the other player involved.

The house does not condone "insurance" or any other propositional wagers. We will decline making a decision in such matters and will push the pot to the best hand. Players are asked to refrain from instigating propositional wagers of any form.

Check and raise is permitted.

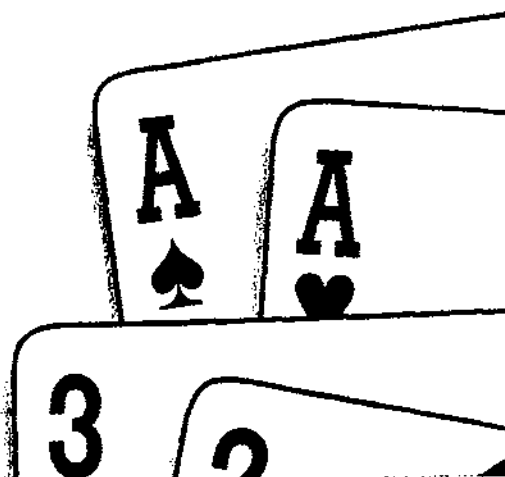
OMAHA HI-LO "8 or BETTER"

In high-low split games, there is an "8 or Better" qualifier. If no player can make a low hand of 8 or better, the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards.

RULES & INFORMATION

OMAHA HOLD'EM



OMAHA HOLD'EM

Omaha Hold'em is played with a standard 52-card deck, with each player receiving four down cards as their initial hand. There is a round of betting after these cards have been delivered. Three board cards are then turned face-up (which is called "the flop") and another round of betting occurs. Another card is turned face up, followed by a round of betting. A final board card is then turned up and a final round of betting ensues. These five board cards are "community cards" and after the final round of betting has been completed, a player must use a combination of two cards in his hand and three cards from the board to determine his best hand.

Omaha uses a flat disc called a "Dealer Button" to indicate the player, who in theory, deals the cards in that pot. The Button (player with the Dealer-Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first. One or more "blind" bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards. "Blinds" count as part of that player's bet, unless the structure for a specific game or situation requires part or all of a particular "blind" to be "dead". "Dead" chips are not part of a player's bet and are taken into the center of the pot.

Blinds are posted by players in consecutive clockwise order from the Button. Action is initiated on the first betting round, by the player to the immediate left of the person who posted the furthest "blind" clockwise from the Button. In all subsequent betting rounds, the action is started by the first active player clockwise from the Button.

RULES FOR OMAHA HOLD'EM

- ♦ **CARDS SPEAK.** Winning hand must show all cards prior to pot being awarded. Cards speak for themselves. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player instigating the action, (either by betting or checking) must turn his hand over first upon completion of all action, the best hand wins.
- ♦ Although verbal declaration with regard to the content of a player's hand is not binding, a player misrepresenting a hand with intent to cause another player to discard his hand, may, at the discretion of management, risk forfeiting the pot and/or be expelled from Bicycle Club Casino property.
- ♦ Buy-in for all Omaha Hold'em games is generally 10 times the minimum bet.
- ♦ Check and raise is permitted.
- ♦ A bet and three raises are allowed.
- ♦ No limit on raises when only two players remain before the third raise has been made.
- ♦ String bets or raises are not allowed. Putting a half raise or more into the pot must be completed. Anything less is a call only, unless the player has announced "raise".
- ♦ A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
- ♦ No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- ♦ A card that is face up in the deck (boxed card) shall be treated as a "scrap of paper". A Joker, when playing in an Omaha Hold'em game that does not use a Joker, is also a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when the next card has already been intermingled with another player's cards. In this situation, it will be replaced after that round of cards have been dealt. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
- ♦ If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card, before the flop. If two or more cards are exposed on the deal, it is a misdeal.
- ♦ If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, all monies, antes and blinds are forfeited by that player.
- ♦ If the flop has too many cards, it will be taken back and reshuffled excluding the burn card which will remain burned. No new burn card will be used.
- ♦ If cards are flopped by the dealer before all the betting is completed, the flop is taken back and reshuffled, as above.
- ♦ If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the fifth card is put up in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or discards. The dealer will then deal the fifth card.
- ♦ If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
- ♦ The winning hand must show all cards face up on the table; two cards up and the others face down is not a valid hand.
- ♦ A player may not enter play in the middle of the blinds; he must wait until the Button passes.
- ♦ A new player entering any Omaha Hold'em game has several options. He may: (1) wait for his big blind, (2) wait until the Button passes and then post his big blind, or (3) post the big blind when he sits down. If he chooses the second or third option, the blind acts as his opening bet and he may either call by rapping the table or make the prescribed raise in turn.
- ♦ If a player leaves the table for any reason and the blinds pass their position, they may resume play by posting the total amount of the blinds for the game, plus any collection obligation, or wait for the big blind. If he chooses to post the total amount of the blinds, the small blind goes to the center of the pot while the big blind is live.
- ♦ An all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for a previous bet. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of half a bet or more is treated as a full bet and a player may fold, call or make a full raise.

LOWBALL

RULES AND INFORMATION

In California Lowball, the "worst" Poker hand wins. Straights and flushes do not count against the player. The best Lowball hand, therefore, is A-2-3-4-5 and a 2-3-4-6-7 is better than a 2-3-5-6-7. Lowball is played with a 53 card deck. The Joker must be used as the lowest card not already present in the player's hand. Lowball games have two different types of betting structures. In games up to and including \$5-10 (also termed "five blind"), the betting is structured. There is an ante and a "blind" bet posted by the first player to the left of the Dealer Button. The blind bet is equal to the lower limit of the structure. Example: A \$5-10 Lowball game has one \$5 blind and applies toward the opening bet.

In higher limit games, there are three blinds. These are called straddle games. In a straddle game, the first player to act after the blinds must make a designated raise.

Example: In a "\$30 blind" game, the blinds are \$10, \$20, and \$30, but the next player must open the pot for \$60. The term used in a game where the players may enter the pot for the size of the biggest blind is called a "gypsy" bet.

DEUCES TO SEVEN LOWBALL

A game also known as Kansas City Lowball, in which straights and flushes do count against you, so that a sequence must be unconnected in order to qualify. Aces are high only, therefore the best hand is 2-3-4-5-7.

RULES FOR LOWBALL

- ♦ The best hand is 5-4-3-2-A. Straights and flushes do not count against your hand.
- ♦ The Joker is considered to be the lowest card not present in your hand.
- ♦ Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, a player having less than five cards in his hand may receive additional cards if the first player to act has not acted or has acted before the deal is completed. However, the dealer position may still receive their fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five card hand on the draw.
- ♦ If you are asked how many cards you draw by another active player, you are obligated to respond until there has been action after the draw.
- ♦ A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand by knocking, not knowing the pot has been raised, may still play his hand.
- ♦ You may change the number of cards you want to draw providing: (1) no cards have been dealt off the deck in response to your request; (2) no player has acted on their hand based on the number of cards you have requested.
- ♦ If the deck contains any irregular cards (i.e., duplicate cards or cards with different color backs), and the cards are discovered during the play of the hand, all hands are dead and all action is void. If an irregular card(s) is discovered in the stub, all action for that hand stands.
- ♦ If you are unaware that the pot has been raised or killed, and put in a lesser amount of chips or money, you may withdraw that money and reconsider your action before the draw. However, if it is a natural kill pot with the Button face up and the dealer has announced kill pot, and you put a lesser amount of money in the pot, you must complete the bet.
- ♦ After the draw, if unaware of a raise you may withdraw your money and reconsider your action.
- ♦ Any player spreading a hand with a pair or "pair" or risk losing the pot if it causes another player to foul their hand. The best remaining intact hand wins the pot.
- ♦ Cards speak: Cards speak for themselves. However, a verbal declaration in regards to a player's hand is binding. Example: if a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul their hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best remaining hand wins the pot. For your protection, always hold your hand until you see your opponent's cards.
- ♦ In multiple blind games, if a player leaves the table for any reason and the big blind passes that player's seat, upon returning, that player must wait for the big blind. This does not apply to a player who took all multiple blinds and moved seats, and is dealt the first available hand to which he is entitled.
- ♦ A player returning to the table wishing to kill the pot to receive a hand may do so provided no active player objects.
- ♦ Before the draw, exposed cards of seven and under must be taken. An exposed card higher than seven must be replaced after the deal has been completed.
- ♦ After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed cards will be replaced. All cards dealt off the table are treated as exposed cards.
- ♦ Half a blind or more constitutes a full blind.
- ♦ A player who has less than half a blind may receive a hand. The next player is then obligated to take the blind, and in the event the all-in player wins the pot or buys in again, he or she will then be obligated to fulfill their blind obligations.
- ♦ In a multiple blind game, a player must meet his blind obligation every round.
- ♦ If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any money on subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better

hand, you will lose the chips, not including any additional calls you make.

An all-in wager of less than half a bet does not re-open the betting for any player who was already acted and is in the pot for a previous bet. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.

In the event of an all-in bet, a seven may call a short (less than half) all-in bet after the draw and win. If someone overcalls the short bet behind, they will receive their bet back. If the "seven" fulfills his obligation by making a full bet, all subsequent action will stand.

When a player sits down, he has three options: (1) he may wait for his blind, (2) he may double-ante when he first sits down, or (3) he may kill it. (You may not kill in between blinds.)

In this type of game, any player winning two consecutive pots must put in a blind twice as large as the usual blind. This is called a kill. When a pot is killed, the betting limits before and after the draw are doubled. If the player who killed the pot wins again, then that player must kill it again (for the same amount as the previous hand). A walk on the second hand is not considered action. A pot is considered a walk if less than a full bet, not counting the prescribed blinds, is won.

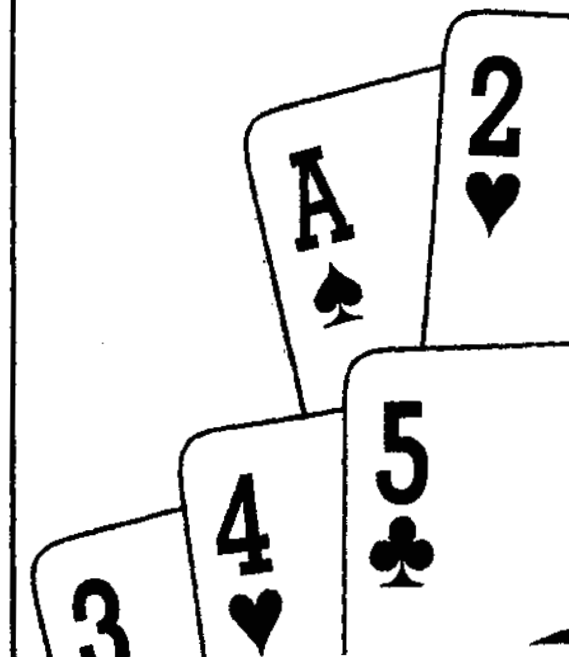
A marker (called a Kill Button) shall be supplied by the Casino to indicate which player has won the previous pot. The winner shall keep this marker until the hand is completed. If the player who has the Kill Button wins a qualifying pot, that player must kill the next pot.

The marker is neutral (belonging to no player) if: (1) it is the first hand of a new game, (2) the winner of the previous pot has quit the game, or (3) the previous pot was split.

The Kill Button is neutral in all split pots. The Kill Button goes to the center if neither player involved in the split pot had the kill button the previous hand. If a player involved in a split had the kill button, that player retains the button with a leg up toward a kill. If a player involved in the split pot was the kill blind the previous pot, that player must kill the next pot.

The kill is just to act on the first round of betting. After the kill acts, action proceeds to the kill button's left.

LOWBALL



7-CARD STUD

7-Card Stud is played with a 52-card deck. You are delivered two down cards and one upcard. There is a round of betting, then three more upcards are delivered (with betting after each round), then a final downcard and a final round of betting. The best 5-card poker hand wins the pot. All 7-Card Stud games at the Casino have structured betting. In a structured game, such as \$3-6, the smaller bet is made on the first two betting rounds and the larger bet is made after the fifth, sixth and seventh cards are delivered. If there is an open pair on the fourth card, the players have the option of making the small or larger bet. In all 7-Card games, a bet and three raises are allowed.

HIGH/LOW SPLIT

This is another variation of 7-Card Stud where there can be two winners. The best high hand splits the pot with the best low hand. In most games, however, in order to win the low hand, the player must have an 8-low or better. This is said to be a "qualifier". If there is a qualifier, the betting rules are like 7-Card Stud, where the high hand bets first. In a "no-qualifier" game, the Razz (7-Card Low-ball) rules apply. In either case, the bet on the fourth card is the smaller bet. In an "8 or Better" game, if there is no low, the high hand wins the entire pot.

RULES FOR 7-CARD STUD

- ♦ The buy-in for all 7-card Stud games is generally 10 times the minimum bet.
- ♦ Check and raise is permitted.
- ♦ The ranking of hands is the same as in Draw Poker, except there is no Joker.
- ♦ An all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for a previous bet. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- ♦ A bet and three raises are allowed for each betting round. However, completing an opening forced bet does not count as a raise. If only two players remain before the third raise is made, then there is no limit on raises.
- ♦ String bets or raises are not allowed. Putting a half-raise or more into the pot must be completed. Anything less is a call only. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
- ♦ No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- ♦ Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds and Clubs.
- ♦ A card found face up on the deck (boxed card) shall be treated as a "scrap of paper", and is ignored. A Joker, when found in a game that does not use a Joker, is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck when possible. If not possible, it is replaced at the end of that round. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
- ♦ A player who antes and/or asks to be dealt-in, but is unable to make it back to the table when it is his turn to act on his hand (forfeits his ante).
- ♦ or more players, except the forced opener, acting or hands in turn) before the mistake is noticed, the player the incorrect number of cards will have a dead hand receive his money back, unless he has forfeited that acting on his hand.
- ♦ If a player folds his hand after making a forced bet on round of checking, his seat will continue to receive a until there is a wager.
- ♦ If a player's first or second hole card is accidentally turned up, the third card is dealt down. If the player fails to receive two down cards, the player has a dead hand and receives his ante back.
- ♦ If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand, after that round of betting has completed. Play then resumes in a normal fashion.
- ♦ If a dealer burns two cards or fails to burn a card, if possible move the cards to the right position to rectify the error. happens on a down card and there is no way to tell which card was received, then the player must accept the card.
- ♦ If the dealer turns the last card face up to any player there are more than two players, all remaining players receive their last card face down. Prior to action for round of betting, a player whose last card is exposed will have the option of being live in the wagering or being declared all in.
- ♦ If there are only two players remaining and the first player's final downcard is dealt face up, the second player's final card will also be dealt face up, and the betting proceeds normal. In the event the first player's final card is dealt face down and the opponent's final card is dealt face up, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round. In all situations where a final card is exposed, the player is high on the board using all the up-cards will start the next round.
- ♦ On all fixed limit games (i.e., 3-6, 5-10, etc.), if a player makes an open pair on the fourth card, that player has the option of betting either \$5 or \$10 (\$5-10 limit). If he bets \$5, the next player(s) may raise in increments of \$5 or \$10. If a \$10 bet is made, the next raise must be in increments of \$1 (i.e., player "A" bets \$5, player "B" raises to \$15, player "C" has the option of calling the \$15 bet or of raising to \$25. If player "C" may not make it \$20.) If that player checks, all other players

last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure there will still not be enough cards for all the players, he cannot give any of the players a downcard. Instead, he is to announce to the table that there are not enough cards to go around and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. That card plays in everyone's hand. The player with the highest hand initiates the action.

- ♦ A player who calls when he is beaten by his opponent's up cards is not entitled to a refund.
- ♦ A player must have seven cards in order to win. Any other number of cards constitutes a dead hand. Players must protect their own hand.
- ♦ A card accidentally dealt off the table must play. If it is the last card, it is to be treated as an exposed River Card.
- ♦ The splitting of pots among players will not be allowed under any circumstances in any game. All hands must be played to completion.
- ♦ When a player turns any of his up cards over after a bet has been made, he risks losing all rights to the pot.

A "qualifier" of eight or better for low will be in force for all Hi-Lo Split games unless a specific posting to the contrary is made. The low card by suit (Clubs are lowest, Diamonds, Hearts, then Spades) initiates betting action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer is first. Split-limit games use the lower limit on the third and fourth street and the upper limit thereafter. An open pair does not affect the limits. As in 7-Card Low, Aces may be used for the low hand. Straights and flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.

The rules for 7-Card Razz are exactly the same as 7-Card Stud, except that Razz is a Lowball game. Since pairs are of no value in Razz, the bet on the fourth card in a structured game is always a lower amount. In Stud, the low card initiates the action and the high hand is first in each subsequent round, while in Razz, the high hand is the forced opening and the low hand is first to act.

Five-Card Stud is played with a "stripped" and 52 card deck. The 2's, 3's, 4's, 5's and 6's are removed, leaving 32 cards.

Before a hand, each player places a collection of chips in the playing area. The cards are dealt clockwise beginning to the left of the Dealer button. This button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards (4 face up and 1 face down).

After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card. A forced opening bet to start the action. The third card is dealt face up and a betting round begins starting with the highest hand face up at the table. The next two rounds are dealt in the same format. The player with the highest hand wins the pot. Each round has a betting structure that is listed below.

6 OF HANDS—HIGHEST TO LOWEST

(Number, a Flush beats a Full House)

Royal Flush	6	Straight
Straight Flush	7	Three-of-a-Kind
Four-of-a-Kind	8	Two Pair
Flush	9	One Pair
Full House	10	High Card

6 may be used as a 6 for a small Straight.
10"

- 1) All cards 2 through 6 are removed from a regular 52 card deck. No jokers.
- 2) The player with the highest card clockwise of the dealer button will have a mandatory opening bet. This is a "Live bet". This player may raise if anyone else fails to do so.
- 3) The highest hand will start the action on all following rounds. When there are two hands of equal value, the hand closest to the dealer acts first.
- 4) If the down card (second card) is exposed by the House dealer, that player will receive his next card down.
- 5) If a player exposes a card, it is not considered an exposed card and he will be required to play it.
- 6) Starting after the second card, a card will be burned on each round.
- 7) Check and raise is permitted.
- 8) All raises must be at least equal to the size of the last bet.
- 9) English only will be permitted while the hand is in play.
- 10) Cards speak—hold your hand until you are sure of what your opponent has.
- 11) Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
- 12) No string bets or raises.
- 13) One short buy is allowed for every full buy-in (1 full, 1 short, 1 full) etc.
- 14) Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.
- 15) If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
- 16) No rabbit hunting is allowed. Once the cards are out of play, players cannot look through the discard cards or ask the dealer what is coming off the deck.

checks, the player who checked first must show his hand first.

- 18) A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise, he will not be held to that unless action has been taken behind this act.
- 19) All Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

GAME INFORMATION

Limit	Buy-in	Ante	Collection
\$2 to \$20	\$40	\$.50	\$2.50
\$4 to \$40	\$80	\$1.00	\$3.00
\$5 to \$50	\$100	\$2.00	\$.50 per player
\$10 to \$100	\$200	\$3.00	\$.50 per player + \$1.00
No Limit	\$100	\$2.00	\$.50 per player
No Limit	\$500	\$6.00	\$1.00 per player

Asian 5 CARD Stud

3rd Card	4th Card	5th Card
\$2 to \$8	\$2 to \$12	\$2 to \$20
\$4 to \$16	\$4 to \$24	\$4 to \$40
\$5 to \$20	\$5 to \$30	\$5 to \$50
\$10 to \$40	\$10 to \$60	\$10 to \$100
No Limit	No Limit	No Limit
No Limit	No Limit	No Limit

MEXICAN POKER

Mexican Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards. The 8's, 9's and 10's are removed, the Joker remains.

To receive a hand, each player posts a collection when required. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest ranking hand wins the pot.

RULES FOR MEXICAN POKER

- ♦ The Joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.
- ♦ The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.
- ♦ The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
- ♦ The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck: "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" "7-J-Q-K-A"
- ♦ If the down card on the initial deal is "flashed" or inadvertently dealt up by the dealer, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The misdeal hand will be fouled.
- ♦ If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.
- ♦ If any card required to be dealt down on 3rd, 4th, or 5th street is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the "Joker" is inadvertently exposed, it will play as if it had been dealt face down—"wild" in all cases.
- ♦ Because cards on 3rd, 4th or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
- ♦ If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.
- ♦ A card will be burned on each round, following the second round.

- ♦ Check and raise is permitted.
- ♦ All raises must be at least equal to the size of the last bet.
- ♦ Cards speak—hold your hand until you are sure of what your opponent has.
- ♦ Once a card touches the muck, that hand is considered fouled. However, at the floor person's discretion, it may be considered retrievable.
- ♦ No string bets or raises.
- ♦ One short buy is allowed for every full buy-in.
- ♦ If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
- ♦ No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
- ♦ All players will act in turn. If a player checks, the player who checked first must show his hand first.
- ♦ A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to it unless action has been taken behind this act.

RANKING OF HANDS

FROM HIGHEST TO LOWEST

(Note - a Flush beats a Full House)

- | | |
|------------------|-------------------|
| 1 Five of a Kind | 7 Straight |
| 2 Royal Flush | 8 Three of a Kind |
| 3 Straight Flush | 9 Two Pair |
| 4 Four of a Kind | 10 One Pair |
| 5 Flush | 11 High Card |
| 6 Full House | |

Ace may be used as a 1 for a small Straight "A-2-3-4-5"

WICKLINE WAGERS

Each player's position has circles numbered 1, 2, and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are seats that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2 or 3 locations will pay equal time collections before each hand is played.

ADDITIONAL POKER RANKING HANDS

- 1) 5 Aces
- 2) Royal Flush
- 3) Straight Flush
- 4) Four of a Kind
- 5) Full House
- 6) Flush
- 7) Straight
- 8) Three of a Kind
- 9) Two Pair
- 10) One Pair
- 11) High Card (Ace High)

Basics

Pai Gow Poker



ACT OF THE GAME

win your bet by having both of your hands rank higher than both of the designated Player/Dealer. Hands are played and ranked as traditional Poker hands.

THE DECK

Gow Poker is played with a total of 53 cards consisting of 52 cards and the Joker. The Joker can be used only as an Ace or to complete a Straight or Flush.

HOW THE GAME IS PLAYED

The card game is dealt on a Poker style table to seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player/Dealer. The remaining players will then play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game starting at seat #1, continuing clockwise. Each Player in turn has the opportunity to become the Player/Dealer. As the Player/Dealer, you have the option to be the Player/Dealer for two consecutive hands. You may play one hand and pass the Player/Dealer option, or you may pass the option completely. For each hand that you accept the Player/Dealer button, you must wager at least the minimum bet requirement of that table.

Once the Player/Dealer has been established, the House Supervisor shuffles the cards. The House Supervisor will cut and complete the deal of seven (7) piles of seven (7) cards face down in front of him.

The designated Player/Dealer selects one of the seven (7) piles. An "action" button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive action from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table limits. As a Player/Dealer, you must bet at least the table minimum, however, there is no maximum limit.

At this time, a time collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the Player/Dealer to shake. The sum of the dice determines where to place the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the Player/Dealer as 1, 8, or 15.

THE OPENING OF THE DICE CUP (revealing the total of the dice) signifies the BEGINNING OF THE HAND. The House Supervisor will announce "no more bets," then lift the cup and read aloud the total on the dice. Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that

all players cards are down, he will announce "all hands are set," at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set.

The House Supervisor will get a confirmation from the Player/Dealer, then proceed to open the action hand. The hands are then compared in turn to the Player/Dealer's hand.

In order for the player to win, both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is a "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands". If both hands rank lower than both of the Player/Dealer's hands, the player loses to the Player/Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "dealer" wagers \$100.00 and loses \$50.00 to the action hand and wins \$50.00 from the next hand, he cannot win or lose any more money. No other wagers win or lose, can be paid.

Any wager that had no opportunity to receive action will get a "free collection" button to pay the time collection. This button must be used on the very next hand by the same player.

When all transactions are completed, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

RULES FOR SUPER PAN 9

When the Player/Dealer's three-card hand totals a 3 or less, the House Supervisor will automatically draw a card. When the Player/Dealer's three-card hand totals 7, 8 or 9, the hand stands.

When the player's three-card hand totals a 3 or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out. A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Supervisor deals a card off the table, the card is dead and player will receive the next card. No wager can be removed until all hands are opened.

All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the Player/Dealer has acted on his hand and before the players hands are read. (Note: an exposed card is defined as one that lands face up on the table.)

- 6) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
- 7) A misdeal will be declared if:
 - (a) It has been determined before the deal is complete, that cards have gone to the wrong spot.
 - (b) If the Player/Dealer has the wrong number of cards.
 - (c) If the House Way hand has the wrong number of cards.
- 8) A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
- 9) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing

one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The House Supervisor will check with each player in turn.

- 41) If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.
- 42) When a player requests assistance on the play of a hand by the House Supervisor, a "House Way" button will be placed in that position. In turn, the House Supervisor will play the hand according to the Casino Guidelines:
 - Draw on five (5) or less
 - Stand on six (6) or moreAfter the Player/Dealer's hand has been opened and set, the "House Way" hand will be opened and checked in turn. Any "House Way" hand incorrectly played by the House Supervisor will be reset by Management.
- 43) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

Rules Super Pan 9



Time collection is taken in advance for each bet. You must have a full minimum bet after laying collection.

Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.

You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.

Any amount over the maximum table limit will receive no action.

There is NO MAXIMUM on Player/Dealer wagers.

"Kum-Kum" bets will be paid off and/or collected as one bet.

Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.

Players who choose to bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets. Action goes clockwise, starting with the action button.

Cash will be changed to chips. All bets will be paid off with chips.

The player who controls the seat is the only active player for that position but, the player with the most money in action will handle the cards.

A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will not receive action.

- 14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
- 15) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
- 17) In the Player/Dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
- 18) Only the active Player/Dealer may designate any person to shake the dice, except a Casino employee on duty. Each player may not shake the dice more than two times consecutively.
- 19) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
- 20) The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #42.)
- 21) All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.
- 22) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
- 23) No side bets or proposition bets are allowed.
- 24) The active player has the first option being the Player/Dealer on his spot. If there was no wager on the previous hand, no one may be the Player/Dealer on that spot.
- 25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
- 26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 27) Any player removing a losing bet may be barred and/or subject to prosecution.
- 28) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 29) Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
- 30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hands, the hand will be played according to "House Way".
- 31) A player may see one hand only, regardless of the number of hands on which he has wagered.

COLLECTION CHART

In all Dealer Button games (Hold'em, Pine-Apple, Lowball, and Draw), the collection for the hand will be paid by a specific player (two players left of the dealer button). This collection will not be comingled with the pot and must be paid in advance before the hand is dealt.

GAME	# OF PLAYERS	COLLECTION per hand
\$1-2 Hold'em	any number of players	\$2
\$2-4 Hold'em	any number of players	\$2
\$3-6 Hold'em	6 and over	\$3
	5 and under	\$2
\$4-8 Hold'em	6 and over	\$3
	5 and under	\$2
\$6-12 Hold'em	6 and over	\$3
	5 and under	\$2
\$8-16 Hold'em	7 and over	\$4
	4 to 6	\$3
	2 or 3	\$2
\$10-20 Hold'em (and higher)	7 and over	\$4
	4 to 6	\$3
	2 or 3	\$2
\$4-8 Pine-Apple	7 and over	\$4
	4 to 6	\$3
	2 or 3	\$2
\$3-6 Pine-Apple	6 and over	\$3
	under 6	\$2

\$4-8 Omaha	7 and over	\$4
	5 and 6	\$3
	2 to 4	\$2

\$3-6 Omaha	6 and over	\$3
	under 6	\$2

Lowball and draw	any amount of players	\$2
\$3-6 and lower		

\$4-8 and higher	5 and over	\$3
	less than 5	\$2

Stud Games

In all Stud games, each player will pay a fee collection **every hand** (unlike dealer button games where the player pays the collection for the whole round). The fee collection and the pot will never be comingled. The fee collection is posted by each player before the hand is dealt.

Game	Collection per person
all Stud Games	\$1 regardless of number of players
\$4-8 and higher	

all Stud Games	50 cents regardless of number of players
\$3-6 and lower	

California Games (With Player/banker)

Bet	Collection	Player/Banker
\$5-\$25	50 cents	\$1
\$10-\$100	\$1	\$1

All players must pay collection before hand is dealt

—Introduction—

Chinese Poker is played with a regular 52-card deck, and utilizes standard poker rankings. Four players are dealt 13 cards each. They must be arranged to form three poker hands: a three-card "front" segment (straights or flushes do not have ranking value), a five-card "middle" segment, and a five-card "back" segment. The front segment may not rank higher than the middle segment and the middle segment may not rank higher than the back segment. The object of the game is to set the three segments in such a manner that they beat the respective segments of the opponents. Should a player fail to set the cards in the proper ranking order or in the prescribed 3-5-5 combination, the hand is fouled and that player must pay a penalty to each opponent.

When all players have set their hands, the cards are turned face up and the deal is scored. Each player compares their segments against the segments of all the opponents hands one player at a time, beginning with the player sitting clockwise next to the dealer button and continuing around the table.

—Point System—

The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point, which has a monetary value depending on the table limit. The player who has the highest ranking for each segment wins one point from his/her opponent(s). Players then settle their wagers according to the point difference.

In addition to the basic point system, three variations may be utilized:

1. Western Version

This point system awards one additional point to the

player who wins the majority of segments. If a player beats an opponent two out of three segments, he/she receives two points for the winning segments, loses one point to the opponent, and gains one point for winning the majority of segments. Thus, the player wins a total of two points from that opponent.

2. Eastern Version

This version uses a "Bonus" system, which awards additional points for making certain hands in the winning front, middle, and back positions. "Bonus" hands and points earned are as follows:

SEGMENT HANDS	FRONT SEGMENT	MIDDLE SEGMENT	BACK SEGMENT
Three of a Kind	3 pts.	No bonus value	No bonus value
Full House	n/a	2 pts.	No bonus value
Four of a Kind	n/a	8 pts.	4 pts.
Straight Flush or better	n/a	10 pts.	5 pts.

If a player wins two out of three segments, he/she is awarded two points for the winning segments and loses one point for a total win of one point from that opponent. When a "Bonus" hand is involved, the winning segment earns only the "Bonus" hand points. For example, if a player wins all three segments and has four of a kind in the back, a total of six (6) points is awarded.

3. Mandarin Version

In this version, the "Bonus" hands and their values are identical to those in the Eastern version. However, the points for the "Bonus" hands are tallied in a different way; a player earns one point for each winning segment, and if a bonus hand is present, points are added on for the "Bonus" hand. The Mandarin version also includes two special bonus situations - the "Shot" and the "Homerun."

a. The "Shot" occurs when a player wins all three segments against an opponent. The

regular point value for each segment is doubled, and if a bonus hand is involved, the points for the bonus hand are added to the total. For example, if a player "Shots" an opponent and has three of a kind in the front, he/she will win a total of nine (9) points from that opponent. The three winning segments are worth three (3) points, which are doubled to six (6) points because of the "Shot", and three (3) points are added for the bonus hand.

b. The "Homerun" (applicable only in a four-handed game) occurs when a player wins all three segments on the showdown against all three opponents. When the "Homerun" occurs the point value for each segment is tripled, and if a bonus hand is involved, these points are then added to the total. For instance, if a player "Homeruns" his/her three opponents and has three of a kind in the front, a total of twelve (12) points will be awarded from each opponent. The three winning segments are worth three (3) points, which are tripled to nine (9) points because of the "Homerun", plus three (3) more points for the bonus hand.

Surrender

Chinese Poker permits one player to surrender his/her hand by verbal declaration before the showdown. The player's hand will not be compared with other players' hands, but the player who surrenders must pay each opponent three (3) points, including a foul hand. A player must have enough chips to pay all players involved in order to surrender. If a player declares surrender after another player declares "Clean Sweep", the player who surrendered must pay the value of "Clean Sweep" to that player. When a player declares the intention to surrender, the house dealer will verbally confirm this with the player. Once

If two or more players declare surrender simultaneously, the closest player sitting clockwise to the dealer button will be recognized as the one to make the declaration.

-Clean Sweep Hands

"Clean Sweep" hands are used in all versions of Chin Poker. They have a special ranking and automatic win. All "Clean Sweep" hands must be declared before the showdown and vary in points depending on the version being played. The following are the "Clean Sweep" hands ranked from highest to lowest:

RANK	HAND	WEST	EAST	MAN
#1	PURE DRAGON HAND Ace through King of the same suit.	8 pts.	13 pts.	39
#2	BLACK OR RED DRAGON Ace through King of the same color.	8 pts.	13 pts.	26
#3	DRAGON HAND Ace through King of any suit.	4 pts.	13 pts.	13
#3	ALL BLACKS OR ALL REDS Thirteen (13) cards of the same color.	4 pts.	13 pts.	13
#4	MINOR HAND Composed of cards between Deuce & 9 of any suit.	n/a	n/a	6 p
#4	SENIOR HAND Composed of 10's, Jack's, Queen's, King's, & Aces's.	n/a	n/a	6 p
#5	SIX WHEELS HAND 6 pair, note that 4 of a kind can be counted as 2 pair.	4 pts.	3 pts.	3 p
#5	THREE FLUSH HAND Suited cards in the front, middle, & back positions.	4 pts.	3 pts.	3 p
#5	THREE STRAIGHT HAND Contains straights in the front, middle, & back positions.	4 pts.	3 pts.	3 p

When a player declares a "Clean Sweep" hand the house dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on top of the hand. The "Clean Sweep" hand will be viewed first on the showdown, and the player collects its value first. If more than one player has a "Clean Sweep" hand, the high-ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep" hands have the same ranking, it is a tie. No money is exchanged.

collect from the other players. If a "Clean Sweep" hand is not declared prior to the showdown, it will be played as a regular hand.

Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards, may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intends to add to the stack and does so before the showdown.

2. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of that player at the beginning of the hand.

3. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.

4. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and that player must pay a penalty to each opponent, except the surrender hand, according to the following:

a. A fouled hand against a "Clean Sweep" hand, will pay the value of the "Clean Sweep" hand.

b. A fouled hand against a regular hand:

- 1) Western version: 4 points
- 2) Eastern version: 3 points plus the bonus in the opponents' hand.
- 3) Mandarin version: 6 points plus the bonus in the opponents' hand.

5. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand. An exception occurs when an opponent has

already declared intention to surrender, provided that the house dealer has obtained the confirmation to surrender.

6. In the situation where one player declares a "Clean Sweep" hand and another player declares the intention to surrender, the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is first clockwise to the dealer button will be recognized as the first to make the declaration. Once the proper marker is placed on top of the hand, the player may not change his/her decision.

7. Before the showdown, a misdeal will be declared if:

- a. Five or more cards of one player's hand are exposed by the dealer.
- b. Any player is dealt the wrong number of cards.
- c. Five or more boxed cards appear in the deck.
- d. A foreign card appears.

8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards has been dealt.

9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.

10. Exposed cards or boxed cards will play as dealt.

11. Ace-2-3-4-5 is the smallest straight.

12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

Management reserves the right to make decisions that are in the best interest of the game(s) including making rulings that are contrary to the strict and technical interpretation of these rules. Management reserves the right to refuse service to anyone.